

Adventure Probe

21.50



Best Wishes for Christmas

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Adventure Probe is distributed during the first week of the month. Copy date for contributions, advertisements etc is 14th of the previous month.

CONTRIBUTIONS

All contributors sending in material between 14th of the previous month and up to copy date will have their names entered in the RALE OF FAME for the subsequent month.

CONTRIBUTIONS are always needed and all readers are invited to send in items for every section. Anything from a single hint or tip to a full blown article are all very welcome. Reviews of the adventures you have played are especially welcome. Don't worry if you cannot send in typical material as handwritten is just as welcome. If you send in contributions for more than one section please use different sheets and make sure you include your name and computer. If you do send in items ready typed then please use A4 with a nice margin all around with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). I am able to handle

Ametek CPC6128 on Protext for leasword!, C64 on EasyScript, Atari ST on Protext or First Word Plus, Amiga on Protext or Kindworda. ASCII files should be alright too. Sorry I have no suitable printer for BBC or Spectrum. FAXSITE may be used to send items also (see telephone number). If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade games etc.

POSTAL ADDRESS
Please send all correspondence, subscriptions etc to the editor: HARRY RODRIGUES, ADVENTURE PROBE, 61 LLOYD STREET, LLANDUDNO, GYWYDNO, LL30 2YP. If writing from overseas please add U.K. to address.

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HALL OF FAME

Sincere thanks to all the following readers who took the time and trouble to send in contributions throughout the past month:

HUGH WALKER, BARBARA GIBB, MARTIN WESTWOOD, VINCE BARKER, LOL OAKES, PAUL CARDIN, BARRY DURRANS, IAN OSBORNE, NIC RUMSEY, JEREMY SMITH, JIM O'KEEFE, JUNE ROWE, RON RAINBIRD, SHARON HARWOOD, MARGARET CREWDSON, SIMON AVERY, DAVE ADAMS, SUE ROSEBLADE, STEVEN FLANAGAN, PETER CLARK, DOROTHY JONES, DAVE BARKER, ALF BALDWIN, VICKY JACKSON, DENNIS FRANCOMBE, KEVIN MURPHY, NEIL SHIPMAN, GARETH PITCHFORD, JOHN WILDEY, ROBERT MELODY, STEVE CLAY and MARTIN FREEMANTLE.

EDITORIAL

Welcome to Volume 5, Issue 12 of Adventure Probe.

You know, I have still not completely recovered from the Probe Convention yet?! It was so enjoyable and exciting to take part in it and to meet so many of you in person. My feet still haven't quite reached the ground since last month. This is the Christmas Special Edition and the Convention Special Edition all rolled into one so I hope you will forgive me if we seem to have tons of both festive and Convention news crammed into it. Of course quite a few of the normal articles and sections have had to be either cut or reduced to make room for it all, but I am sure you won't mind too much as there is so much in the way of news to tell you this month. I hope that you will find this special issue enjoyable and interesting. Any items that have had to be shelved for this month will return in the January issue as usual.

One item of distressing news for me this month was that our Joan Pencott has been very ill indeed and has been in hospital almost since she returned from the Convention. I am happy to be able to report that she is much better now and, hopefully, will soon be home again. I know, especially from all the anxious phone calls I have had from all her friends, that you will all join with me in sending very best wishes for a speedy recovery. I know that you will all be extremely delighted, as I was, to learn that her husband, Maurice has now completely recovered from his illness and has been given a clean bill of health from the hospital, and I can't think of any better news to receive than that. Joan would like me to thank all of you, on her behalf, for all the get well cards and good wishes she has received. She appreciated them very much and they cheered her up no end. One excellent piece of news is that Joan has given up smoking! There, Joan, now it is public knowledge you just have to keep it up. Maurice has been working hard at WoW Software and, in fact, they have expanded their list! A new Simon Avery, three part adventure called A Thief's Tale is available on tape for £4 and disc for £6 and a re-release of Microman is also available on tape for £2 and disk for £4. The video of this year's Convention will be available by the end of January at a cost of £12 and advance orders are being taken now. In case you don't know, the address is 78 Radipole Lane, Weymouth, Dorset. I have also just handed over all my Amstrad list from Atlas Software to WoW so news of them should be coming to you from them soon.

One of the most enjoyable parts of the December issue, for me, is to be able to send Christmas greetings all around the world. Indeed, you will be surprised to learn just where our little Probe goes to these days. We now have readers in Iceland, Germany, Holland, Portugal, Italy, Pacific Ocean, France, Spain, Norway, Denmark, Oman, United States, Canada, Japan, Indonesia, Belgium, Switzerland, Sweden, Finland, Australia, New Zealand, Cyprus, Greece and Austria as well as all over the United Kingdom. Obviously I cannot send Christmas greetings in ALL the languages but I will do my best to include as many as I can. So here goes: Felices Fiestas, Frohliche Weihnachten, Joyeux Noel, Bon Nadal, Gledelig Jul, Boas Festas, Feliz Natal, Buon Natale, God Jul, Glaedelig Jul, Gellukkie Kerstfeest, Nadolig Llawen, a very Happy Christmas and a Prosperous and Happy New Year to each and every one. May your words always remain sharp, your treasures be many and long may your little brass lanterns shine. I will see you all next month as usual, meanwhile, hope you all have a wonderful time.

Mandy



REVIEWS

THE SPIRO LEGACY

By Ken Bond, 17 Adel Park Gardens, Adel, Leeds, LS16 8SN. Available for the Amiga and priced at £3 inclusive of postage and packing.

Reviewed by The Wayfarer played on the Amiga

The conversion of any game between machines is always a potential minefield. The Spiro Legacy was no exception for Ken Bond (Amstrad adventure writer extraordinaire). The game was originally written for the Amstrad CPC/PCW machines, when Ken bought his amiga he decided try and convert it using the Hatrack II utility. Ken has a reputation for well thought out puzzles and superb gameplay. His latest on the Amstrad followed the others in this way, and now he has converted it to the amiga and has brought all of the finesse and polish previously exhibited to the new format.

The game had to be adapted to a different handling system hence puzzles and maps of the Amstrad version do not always hold true on the Amiga. Some completely new puzzles have been introduced in this version, which will cause as many minutes of serious thought. In all the game is as difficult as any of Ken's others, and handles beautifully. A truly classic text adventure from a master writer of proven ability.

On several occasions Ken had to go back to the utility writers and indeed in one instance a revised version of the program cured a potential headache. But as ever, Ken has demonstrated his able mastery by producing a new version of an already well received adventure.



AMIGA PD



The wayfarer looks at the latest from the Adventure Probe Editor's software house. Atlas Adventure Software has branched out into Public Domain and is offering the following Adventures and Arcade/Strategy games at the special PD price of £1.50.

RINGS OF ZON

A shareware multi level arcade adventure in which you collect the items/objects necessary to progress to the next level, whilst avoiding various lethal nasties. It is quite unusual in its handling, but when mastered quite enjoyable.

MIDNIGHT THIEF

Dylan Thomas's text/Graphic adventure. Excellent pictures and a good storyline. A first attempt from a young man who really should write more. As a first attempt it is good, I am sure that his subsequent stories will be better. I recommend it for both experienced and novice alike.

THE ISLAND OF THE NEPHOTONS

Classic text on the Amiga, it runs from CLI. The only complaint I had was that it needed the window opened up on bootup, necessitating a LOOK command first of all to redisplay the first location. If you like text you will love this as it seems to be quite varied and a large game.

THE AMIGA ADVENTURE

Well, it had to happen... someone has utilised the Amiga's speech mode to bring a new concept to the old Crowther and Woods game. Fortunately the speech can be turned on/off by typing TALK or QUIET. In quiet mode it is quite speedy in response, in talk it can only be described as like a tortoise.

WORLD/COLOSSUS/ADVENTURE WRITER

World is a Zork style large game with a SciFi flavour, plenty to see and do. Much to map and recommended for both experienced and novice alike. Colossus is more like Colossal Cave than the Crowther and Woods original. Fortunately it does not burble idly at any input, and seems to play quite professionally. Very good text adventure for all levels of ability. Adventure Writer, well the name speaks for itself... now you can write your own adventures and amaze your friends. I haven't tried this prog so any comments would be welcomed. It seems to create only text adventures.

DRAGON CAVE

A multi-level strategy game using Dungeon Master style graphics. The object is to place all the chests on their proper place. Fail and the last thing on your monitor is a spout of flames heading towards you from an enraged dragon.



EARTHSHOCK



From GI Games, 11 West Mayfield, Edinburgh, EH9 1TF, for Spectrum on cassette at £1.99. Cheques etc payable to Sendven Ltd.

Reviewed by *Martin Freemantle*

EVERYTHING IS DARK is the opening message and had me pondering for a while, so I decided to press I for inventory to see (no pun intended) if this would throw any light on the problem. I discovered that pressing almost any key will give the clue to continue for the next few moves.

Earthshock is a re-released golden oldie but was a new game to me. Set after a post nuclear catastrophe, Mother Earth has been invaded by three-headed robots far below the surface. It is your job to journey below, try to defeat the robots and destroy their doomsday machine before it is too late.

Sounds simple doesn't it but not quite so as, in adventures, anything is possible and this one is no exception. Disused shaft systems, secret ground, alien caverns and peddled cells plus three different quests in the middle of the game, two fantasy and one science fiction.

This is an excellent, but difficult game so is recommended for adventurers with a few conquests under their belts.

Lastly, if like me, you didn't receive any playing instructions there is a save to memory, STORE and CALL which is very much needed!

=====

BARE BONES



Books of solutions available from Lss Mitchell, 10 Tavistock St, Newland Ave, Hull, HU5 2LJ.

Reviewed by *Mandy*

BARE BONES, is an A5 booklet, around 28 pages and contains full solutions which can be used as a reference book to keep on hand for whenever the occasion arises. As this is just issue one it looks as if you could build up quite a reference library of solutions with Bare Bones.

Lss plans to produce B.B. every quarter or more frequently depending on the response he receives. At present it contains solutions for the Spectrum only but perhaps that will change in the future. Issue one contains solutions to AFTERSHOCK, ALIEN RESEARCH CENTRE, ARROW OF DEATH I, ARROW OF DEATH II, CASTLE ADVENTURE, CASTLE EERIE, COLOITZ, DESERT ISLAND ADVENTURE, HIT, MYSTERY OF THE INOUS VALLEY, SHADOWS OF THE PAST, STARWRECK, TEN LITTLE INDIANS and WIZARD OF AKYZ.

Why not send off for issue one and see for yourself just what it is all about.

=====

THE TRAVELLER

Available from THE GUILD, 760 Tyburn Road, Erdington, Birmingham, B24 9NX for Amstrad CPC's on disk. Available on special offer together with a further three games of your choice on one disk for £10. See ad this issue for full details. Cheques etc payable to Glenda Collins.

Reviewed by *Tony Kingsmill*

Traveller is one of the many adventures just released by Tony Collins at The Guild. The game is presented quite well and written with GAC. The plot is simple enough, you are the traveller, completely broke and with the worst luck in the world. But one day your life takes a sharp turn, you find a coin! Could this be the start of something big?

Traveller is by no means the biggest adventure around with just under 50 locations, however, this is made up for by graphics being present at every location which is quite unusual, often due to memory limitations. Most of the graphics are good by GAC standards and are a pleasure to see. If you are not fond of graphics you can easily turn them off. The puzzles are fairly logical and do not take an awful lot of working out, but they have been well thought out. There is some character interaction which makes the game more enjoyable. Characters you'll meet include a grumpy fisherman and a fishmonger, both near the sea front (it's a bit of a fishy game). Despite GAC's limitations I felt the TALK command could have been used more to make interaction even better.

An unusual part of the game involves you travelling in the sea to get to some underwater caverns which are the final part of the game. This is the only game that I know of by this author but he has a talent for adventure writing and I look forward to seeing more titles from him in the future. Overall it is well worth taking a look at!

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SIR RAMIC HOBBS AND THE HIGH LEVEL GORILLA
by Gil Williamson



A Public Domain adventure for ST and PC computers

Reviewed by Neil Shipman on ST

"Being of sound mind <THAT'S A LAUGH! AFTER ALL THAT MEAD!> I, Sir Ramic Hobbs <THAT'S YOU, REMEMBER> agree to retrieve Princess Anne de Pea from the evil grasp of the High Level Gorilla <THAT'S HLG, A FORMIDABLE CHAP WHO COULD, WITH TWO FINGERS, COMPRESS YOUR WIND-PIPE TILL ALL YOU COULD WHEEZE WAS 'EEK'>. now resident at the top of The Midden.

"Signed, Sir Ramic Hobbs."

So runs the text of an agreement you've made on October 32nd in the Kingdom of Trasch Khan, builder of the Dome where you've just had such a good time. It's read to you by the disembodied voice of Wizard Prang - the bits in capital letters are his comments!

At the start of the adventure you wake up in a smelly cave about halfway up The Midden with your mead supply expired. You were meant to bring a ransom with you but you left it behind, so you're going to have to go back to the Dome. Occupying the cave with you is a rather untidy owl known as Bloodcurdling Owl (or BO for short) who will accompany you on your exploits and whom you can ask about various things. Sometimes he'll be helpful but, more often than not, he doesn't know much more than you do.

You can safely wander around half a dozen locations to get the feel of the game, see where the Dome is (a long way away) and smile at some of the descriptions. If you're to make any further progress, though, you'll need to figure out how to get past one of the Midden's inhabitants. I'm not giving anything away when I tell you this involves a Chinese steam locomotive with, appropriately, instructions in Chinese. Of course, you can't read Chinese!

Further on you'll meet Sir Fritz Tenshun waiting to take his pet snake to the Vet's where you'll get an idea of how you're going to get back to the Dome. You'll also find a method of transport here and, by using this, you'll quickly meet an Abdominal Snowman and the High Level Gorilla himself. (If the author can help it, no name is left unpunned, especially at the end. But, perhaps I ought to say at this juncture that it was only when looking at the adventure for the third time that I realised what the title meant! I must be getting slower on the uptake as the years go on but, in extenuation, I plead that our cooker hasn't got 'em!)

There are over 60 locations, plenty of entertaining descriptive text, amusing responses and lots of well thought out puzzles. If you get stuck then Wizard Prang is always in the background with advice - just hit HELP - and BO may have something interesting to say on the subject. (I particularly liked his discourse on the mating habits of wire coathangers!)

I noticed a number of bugs, but none of these was serious and didn't prevent me from finishing. What I did find annoying, however, was the fact that when I got killed I was returned to the desktop and had to boot the adventure again. It would have been more sensible if

you were resurrected to your starting point as is done in many other AGT adventures I've played. And don't get caught in the dark! If you do then the ONLY thing possible is to Quit!!

Sir Ramic Hobbs and the HLG has a vocabulary of about 400 words and, if you've seen an AGT adventure before, you'll know that the parser can cope with complex inputs. Especially useful are the pre-programmed function keys for the most often-used commands and the ability to input the main directions with the cursor keys.

All AGT adventures tend to look the same because most authors restrict themselves to using the default colours of cyan, yellow and black for the text, input and background respectively. For those of you who haven't got the AGT Source Code Disk - or, if you have, haven't read through the documentation - you might like to know that it is possible to customise the screen presentation to suit yourself. Simply type COLORS A B C (where A is the text colour, B the input and C the background). As well as CYAN, YELLOW and BLACK you can use RED, WHITE, GREEN, BLUE and LIGHTGRAY. COLORS MONO will give white text and input on a black background and COLORS DEFAULT will return you to cyan, yellow and black. PC adventurers can also change the colours of the status line by using two more parameters D and E.

If you are playing on an ST with a double-sided drive and the adventure came on a single-sided disk it's a good idea to transfer the files to a double-sided one. You'll then have plenty of room for a number of saved positions and you shouldn't experience any problems with saving and restoring. Some AGT adventures can be a bit iffy about saving/restoring to and from a disk other than the game disk.

And, finally, back to Sir Ramic. This is a fairly simple adventure which had me occupied for a few days and, while I didn't split my sides laughing, it did raise a chuckle or two. If you like comedy adventures then this one is certainly worth taking a look at.

TITLE TWISTS By Paul Cardin



THE CASE OF THE BEHEADED SMUGGLER
THE RAGGED CUT BLEEDS OF SHAME - EM?

ALIEN RESEARCH CENTRE AND HIT
A RENAL REACH INSIDE E.T. 'N RETCH!

FIVE ON A TREASURE ISLAND
FINED A SILVER AURA STONE

MESSAGE FROM ANDROMEDA
READS OF MARS' MEGA DEMON



THE 1991 ADVENTURE PROBE CONVENTION REPORT

By *Mandy*



It is difficult to say when exactly the second Adventure Probe Convention started! Or, for that matter, exactly when it officially ended. As a great many Probers arrived at the Royal Angus Hotel on the Friday and stayed over until the Sunday morning. As I have already received quite a few Alternative Convention Reports (!) I will safely leave it to those authors to detail all the fringe events and will confine myself to the main events of the day.

Saturday morning arrived and the Convention proper started. It wasn't long before the room was packed with Probers. By now most of the Conventioneers who were coming for the day or for the rest of the weekend had arrived and the atmosphere was, once again, electric! The Convention was held in the Wroxton Suite - sounds impressive? - it was! We still managed to fill it though! All around the room there were stalls and demonstrations. Going from left to right round the room from the door we had the Probe Stall and 3D Construction Kit demonstration and a video recorder showing both the 3D Kit video and the video of the last Convention for anyone who missed it. Then there was the rostrum and dreaded microphone. On the opposite side of the room was the Allan Phillips stall complete with Spectrum and Commodore computers and printers together with software for sale and to try. Next to this there was a stall where our Juna Rowe was able to demonstrate her new game which went down very well. Then between June's stall and the Megapoints competition we had the Adventure and Strategy Club stall, Grue's Matrack II demonstration, The Guiding Light PC and games with the Jackie Wright team. The Megapoints competition was a huge success as, once again, we were treated to a preview of one of Larry Horsfield's adventures - The Spectre of Castle Coris, charmingly supervised by Jill Carter and her team of helpers. Jill was bemused all day by everyone insisting on calling her Sharon but bravely carried on despite all that! I, of course had my turn at the Megapoints just after my welcome speech. It was quite a harrowing experience too (not the speech, the Megapoints!) I was taking my turn alongside Jay Honosutomo and his friend and it was extremely demoralising to find - when I took a peak at their scores - to find that they were way ahead of me! I then got killed off and had to start all over again. Ok so I DID forget to RAMSAVE but how was I to know that that blessed Spectre was going to jump out at me so soon?! I am happy to say that I got along fine after that (ably abetted by a soft whispard "Try Ala" when I was stuck trying to buy a drink in the tavern. Thanks Jill! It wasn't cheating though as I couldn't have won anyway - what on earth would I have done with a free subscription to Probe?). Alongside the Megapoints was the Zat Stall with a Sam Coupe - the first I had ever seen, and most impressive it was too! Next we had the Wow stall with a bank of Amstrad CPC's which, once again, proved very popular indeed. I got the distinct impression that there was another stall next to the Wow stall but whatever it was was so popular that I could never get near enough to find out what it was because it was so crowded! Between this and the door we had Dave Havard's stall and Tom Frost's Amstrad PCW with The Lost Dragon which did extremely well (well, Tom had to keep making more and more copies to satisfy his eager customers all day long) and the Delbert The Hampster software stall presided over by the delightful Scott Denyer.

Official business started with the dreaded welcome speech. This was achieved despite the editor trembling sufficiently to ensure that the video cameras (four of them this year!) would produce a film that looked out of focus and the microphone playing up so that part of the

speech sounded like an impression of Norman Collier! Thankfully it was soon over so that I could relax properly and really join in the fun. It was a delightful experience to be able to meet so many new faces and also people I had met the previous year. Everyone was so very, very nice and the atmosphere was so friendly - it was almost like being at one big party!

The highlight of the event was, of course, the Adventure Probe Awards Ceremony. The awards, nominations and winners were as follows:

THE BEST/MOST HELPFUL PD LIBRARY:

Nominations received were: SYNTAX, GI GAMES/FROM BEYOND, ADVENTURE PD, MT SOFTWARE, SOFTVILLE PD, 17 BIT, GOODMANS, JOHN R BARNESLEY and THE BIRMINGHAM PUBLIC LIBRARY (!).

Third place went to SYNTAX - Sue Nedlay. Second place went to ADVENTURE PD - Oebby Howard. First place went to GI GAMES/FROM BEYOND - Tim Kamp and Gordon Inglis.

THE BEST UTILITY/HARDWARE ADD-ON:

Nominations received were: PC SPEED, HATRACK II, SPECTRUM +D, ADVENTURE PROBE (!), PAW, ATARI ST MOUSE EXTENSION LEADS, ADVENTURE PD'S MAP CREATOR, SAMBUS, 3D CONSTRUCTION KIT, PC DITTO II and AOLAN.

Third place went to PC SPEED. Second place 3D CONSTRUCTION KIT. First place to HATRACK II.

MOST HELPFUL ADVENTURER OF THE YEAR:

Nominations received were SUE MEDLEY, WALTER POOLEY, JOAN PANCOTT, VICKY JACKSON, TIN KENP, MARK ELTRINGHAM, DEBBY HOWARD, DAVID ATTENBOROUGH (!), JACK LOGKERBY, BARBARA GIBB, LARRY MORSFIELD, JOHN WILSON and JASON OEANE.

Third place went to JOAN PANCOTT, Second place to WALTER POOLEY. First place went to BARBARA GIBB.

BEST TEXT ONLY B BIT ADVENTURE:

Nominations were: CAPTAIN KOOK, THE SPIRO LEGACY, THE DARKEST ROAD, THE GOLDEN SWORD OF BHAKHOR, THE AXE OF KOLT, THE HERMITAGE, THE TEST, DEEKS DEEDS, ROUGE MIDGET, INTO THE MYSTIC, BEHIND CLOSED DOORS II, THE HOUSE ON THE TOR.

Third place went to THE GOLDEN SWORD OF BHAKHOR. Second place THE SPIRO LEGACY and first place to THE AXE OF KOLT by Larry Horsfield.

BEST GRAPHIC/TEXT ADVENTURE B BIT:

Nominations were DIABLO, THESEUS AND THE MINOTAUR, BLOOD OF BOGMOLE, EVE OF SHADOWS, THE HERMITAGE, FIVE ON A TREASURE ISLAND, ANGELICUS SAGA, HOBBS HOARD, JESTER QUEST and YARKON BLUES.

Third place was THE HERMITAGE, second place was EVE OF SHADOWS and first place to BLOOD OF BOGMOLE.

BEST TEXT ONLY ADVENTURE 16 BIT:

Nominations were DEEP SPACE DRIFTER, THE HOLY GRAIL, PLANETFALL, HAMMER OF GRIMMOLD, THE MISSION, CORTIZONE and SPELLCASTING 101.

Third place went to THE HOLY GRAIL, second place to THE HAMMER OF GRIMMOLD and first place to THE MISSION by Jim MacBrayne.

BEST TEXT/GRAPHIC ADVENTURE 16 BIT:

Nominations were SPELLCASTING 101, DEMONS TOMB, DEJA VU II, THE MAGIC SHOP.

Third place went to THE MAGIC SHOP, second place to DEMONS TOMB and first place to SPELLCASTING 101.

BEST GRAPHIC ADVENTURE 16 BIT:

Nominations were LOOM, CORTIZONE, OPERATION STEALTH and THE SECRET OF MONKEY ISLAND.

Third place went to CORTIZONE, second place to OPERATION STEALTH and first place to LOOM by Lucasfilm.

BEST ANIMATED ADVENTURE B/16 BIT:

Nominations were THE SECRET OF MONKEY ISLAND, OPERATION STEALTH, SWITCHBLADE and RICK DANGEROUS.

Third place went to RICK DANGEROUS, second place to SWITCHBLADE and first place to THE SECRET OF MONKEY ISLAND.

BEST R.P.G. BIT:

Nominations were HERO QUEST, BAROS TALE, BLOODYNCH, TIMES OF LORE, LORDS OF CHAOS and OEMOM FROM THE OAKSIDE.

Third place went to BAROS TALE, second to LORDS OF CHAOS and first place to HERO QUEST.

BEST R.P.G. 16 BIT:

Nominations were CHAMPIONS OF KRYNN, MIGHT AND MAGIC II, DUNGEON MASTER, EYE OF THE BEHOLDER, CHAOS STRIKES BACK, HERO QUEST and BAT.

Third place went to EYE OF THE BEHOLDER, second place to CHAMPIONS OF KRYNN and first place to MIGHT AND MAGIC II.

THE MOST HELPFUL SOFTWARE COMPANY:

Nominations were GI GAMES, WOW, ZENOBI, F.S.F. RE-CREATION RECREATION, RIVER SOFTWARE, TARTAN SOFTWARE, LUCASFILM and DRAGONSOFT.

Third place went to WOW SOFTWARE, second place to ZENOBI SOFTWARE and first place to F.S.F. - Larry Horsfield.

MOST PROMISING AUTHOR:

Nominations were MICHAEL J ROBERTS, M WALKER, LAURENCE CREIGHTON, IAN EVERLEIGH, JACK LOCKERBY, LARRY HORSFIELD, BOB AOAMS, MARGARET CREWSON, JASON OAVIES, OENNIS FRANCOME, JASON McHALE, ROB BUCKLEY, TONY COLLINS, KEN BONO and STEVE MERETSKY.

Third place went to LARRY HORSFIELD, second place to LAURENCE CREIGHTON and first place to BOB AOAMS.

THE MOST AMUSING BUG:

The one that got your editor giggling fit to bust naturally got first place and that was as follows: In ROBIN OF SHERLOCK there was some controversy about the inclusion of the word FART in the vocabulary. The author removed the offending word and substituted BREAK WINDOW instead. Unfortunately during play the player comes across a dusty old window which he is told he cannot see through and cannot clean. Lying beside it is a brick. The obvious input therefore upon obtaining the brick is to say BREAK WINDOW - of course, as this was written with the QWILL, only the first four letters of any input are recognised and so the game promptly resets itself as a punishment for the player SWEARING!

THE BUG WORTHY OF MENTION AWARDED went to JACK LOCKERBY for TREASURE ISLAND. If you examine the body you are told it is REO LEICESTER!!!

SPECIAL AWARDS

HONOURABLE MEMBER OF ADVENTURE PROBE 91: This is awarded to the person who it is felt has done a lot for promoting the adventure scene in general and/or helped others who have lost their way in games. The award also covers a FREE LIFETIME MEMBERSHIP to Adventure Probe and their name will be joined with the other Honourable Members (only 1 so far which is Keith Campbell), this award is not voted for by the membership as many people could come under this category but is picked out for sterling work and effort where no reward is asked for. For helping around 8,000 callers on the telephone helpline over the years, and also for re-launching the Adventure Scene on the Amstrad CPC with Wow Software this award for 1991 was awarded to JOAN PANCOTT.

A SPECIAL AWARD FOR A GRASS: This special award went to the person who has been spilling the beans all year about what went on at last years Convention, then had the cheek to write a bloomin' game about it! This special award went, of course to our TOM FROST.

THE DAVE HAYWARD AWARD: Dave Hayward announced a special award to STUART WHYTE, conceding that he was the best player at Lords of Chaos.

THREE SPECIAL AWARDS were presented by Mendy on behalf of The Wayfarer to ALLAN PHILLIPS, BOB ADAMS and THE GRUE! The last two were in retaliation for the "Boot Award" at the previous Convention.

THE LAST SPECIAL AWARD was presented to THE GRUE by Lol Oakes on behalf of the Bugblitters. A golfing trophy for attsining a "hole in one" whilst playing PGA Tour Golf on his Amiga!

The Awards Ceremony lasted for two hours. The excellent MC was Allan Phillips who did a wonderful job in preparing and printing the Certificats, the golden envelopes (all agreed that he had used superglue to stick them down!) and, not forgetting the nomination forms themselves that were sent out with Probe some months ago. Whilst thanking people I would like to give special thanks to Vicky Jackson for organising the venue so well and ensuring that we were all comfortable. Larry Horsfield for getting us all there in one piece with his excellent maps and directions, and for the tickets and badges and 101 other things that went into it all. To Kaz Gray for providing the beautiful cartoons, not only for the Awards Ceremony but the special cartoons that she so kindly prepared for various people to present as special awards. A very special thank you must go to all of you who attended the Convention, you made it so very special and a huge success.

One of the highlights for me was to be able to meet so many of you in person. You know, I sit at home, bsavring away at Probe each month and talking to you on the telephone but I don't know if you can imagine my feelings on attending the Convention itself. I get a terrific buzz just seeing you all! I say to myself "Gosh! These are really Probe Readers". Stupid thought maybe, but when you are all no longer just disembodied voices on the other end of the phone or names on a database it really makes Probe, Adventuring and everything so worthwhile and real for me! Meeting each and everyone of you was so very special and I can't thank you all enough for coming along and making everything so perfect. I got the same feeling last year too but this year I had an added bonus! With being able to take the November issue along to the Convention I had the added thrill of actually SEEING you READING Probe on the Friday night in the hotel lounge! Everything went quite for a time as you scanned the pages and then you began to discuss the contents amongst yourselves. That was another very special time for me.

One other point that I don't think anybody has commented upon is the fact that the Probe Convention seems to be the only event, that I know of, that every kind of barrier is broken down. Where people of ALL ages mingle, chat, exchange information and ideas, people from all walks of life share a common interest, it seems rather like one huge extended family. As all Conventioneers will surely agree, it is an experience that you have to be a part of to believe. I do wish that more of you could have attended, although with a gathering of around 150 of us there were many more than last year. One nice thing about this year's event is that the whole event was recorded on video so that all those who couldn't attend in person will, at least have the chance to see what we all got up to. I believe this video will be available around the end of January and will cost £12 from WoW Software. Order forms and further information will be in Probe when received.

It would be impossible to fit in all the things that happened at the Convention in this short space but I hope I have managed to tell you about all the main events and to convey some of the atmospheres. All I can end by saying is that the next Convention just can't come quick enough for me! Roll on next year!

CONVENTIONAL CAPERS

(An Adventure for Everyone.)

By Peter Clark



INTRODUCTION

One day a brown envelope drops through your letter box. It is addressed to your next door neighbour, the funny one, and has been delivered to your house in error. As you pick it up the flap comes undone and a small magazine drops out onto the floor. The name ADVENTURE PROBE catches your eye and you cannot resist thumbing through its pages. As you do so, a slip of paper drops to the floor. It turns out to be an application form for tickets to a Convention to be held later that year in Birmingham. As the location is not many miles from your house, you make a note of the date and decide to go along on the day to see what it is all about. You re-seal the envelope and slip it through your neighbour's door.

THE SCREEN CLEARS

You are standing outside a large hotel in Birmingham. A door faces you to the North.

What now?... Enter Hotel.

You are in the Reception Area of the Hotel. In front of you to the North, you can see the Reception Desk. There is an exit South.

What now?... Go North.

You are at the Desk. The Receptionist looks a bit bemused! On the wall you can see a large notice. A lift is to the East and there is an exit South.

What now?... Examine notice.

The notice reads, "ADVENTURE PROBE CONVENTION 1991 - Abandon hope all ye who enter here." There is a small picture of a hamster stuck to it with sellotape.

What now?... Get picture.

You take the picture from the Notice but, just as you are about to look at it, a large furry animal wearing a baseball cap rushes past you and snatches it from your grasp.

What now?... Examine animal.

It has gone!

What now?... Examine lift.

The doors are closed. There is a large button alongside the doors.

What now?... Press button.

The button lights up and a recording of a Vivaldi violin concerto begins to play.

What now?... Press button.

Don't get impatient!

What now?... Examine lift.

The doors remain firmly closed but the lift button is still glowing.

What now?... Press button.

Nothing more happens... then, just as you are about to kick the doors to bits, the lift arrives and the doors open.

What now?... Enter lift.

You are in the lift. There is a row of buttons on one wall numbered 0 to 6. You notice, however, that there is no No.1. You can also see: A small quantity of sand.

What now?... Get sand.

You pick up the sand and it trickles through your fingers back onto the floor of the lift. Suddenly, a large furry animal wearing a baseball cap runs into the lift carrying an empty Newcastle Brown Ale bottle. It sweeps the sand off the floor into the bottle and disappears out of the lift again. As it leaves it drops a postcard.

What now?... Get postcard.

You now have the postcard.

What now?... Examine postcard.
It has on it, views of Ormskirk.

What now?... Press Button Two.
The lift rises to the Second Floor, stops and the doors open.

What now?... Leave lift.
You are at the West end of an East/West Corridor. Strains of a Vivaldi violin concerto drift on the air. The lift is to the south.

What now?... Go East.
You are in an East/West Corridor. There are two doors to the North.

What now?... Examine doors.
One leads to the Gents, the other to the Ladies.

What now?... Enter Gents.
You are in the Gentlemen's Toilet. A row of cubicles line one wall. They are all vacant with the exception of one where the door is firmly closed. You can also see: A red tartan scarf.

What now?... Get scarf.
As you pick up the scarf, the cubicle door opens and a large furry animal wearing a baseball cap rushes out, snatches the scarf from your hands and runs out of the room mumbling something about Frost. You wonder to yourself whether it is cold enough outside for frost to be a problem!

What now?... Inventory.
You are carrying: A picture postcard showing views of Ormskirk.

What now?... Leave Gents.
You are in an East/West Corridor. Two doors face you to the North.

What now?... Enter Ladies Toilet.
As you open the door, there is a scream from inside. A lady wearing a red suit rushes past you shouting in Welsh. As she leaves, she drops a small envelope.

What now?... Get envelope and open it.
You pick up the envelope and look inside. You discover a small quantity of sand which runs through your fingers and onto the floor.

What now?... Get sand.
Just as you are about to pick up the sand, a large furry animal wearing a baseball cap runs up the corridor. It sweeps the sand into its cap with a red tartan scarf and rushes off again.

What now?... Enter Ladies Toilet.
The door appears to be stuck.

What now?... Look through keyhole.
As you place your eye to the keyhole, the lady in red runs up the corridor and hits you on the head with her handbag. You decide that keyhole peering is not for you.

What now?... Go East.
You are in an East/West Corridor. There is a door to the North.

What now?... Go North.
The door is closed.

What now?... Open door and go North.
You open the door and go in. The room is filled with people, who all seem to be moving tables about. As fast as one group sets them up in one corner, another group comes and moves them! Alongside the door there is a table covered in lapel badges. As you stand there looking around helplessly, someone grabs your arm and says "Where's your ticket?"

What now?... Give Ticket.
You have no ticket!

What now?... Leave.
You are in an East/West Corridor. There is a door to the North.

What now?... Go East.
You are in the Lounge area, just West of the Bar. Arm chairs are arranged neatly around small circular tables. Exits are East and West.

You can also see: A lapel badge on a table.

What now?... Get Badge.

You get the badge.

What now?... Examine Badge.

The lapel badge has "Probe Convention" printed along the top and the single word "GRUE" printed underneath.

What now?... Wear Badge.

You are wearing the lapel badge.

What now?... Go East.

You are in the bar. There is a serving counter to the North. The remainder of the room is filled with tables and chairs.

What now?... Buy Beer.

No sooner do you approach the counter than the barman looks at your badge, takes the top off a bottle of Newcastle Brown Ale and hands it to you.

What now?... Inventory.

You own: A picture postcard showing views of Ormskirk. A Lapel Badge (worn). A bottle of Newcastle Brown Ale (opened).

What now?... Go West Twice.

You are in an East/West Corridor. There is an open door to the North.

What now?... Enter.

You are in the Main Convention Suite. As you enter, a large furry animal wearing a baseball cap rushes up to you. It snatches the lapel badge from your jumper and grabs the opened bottle of Newcastle Brown Ale. However, in the confusion, you manage to slip quietly into the crowd unnoticed. There are stalls to the North, East and West. To the North-West there is a stand with a microphone on it. A door leads South.

What now?... Go North.

You are in Megapoints. Three panic stricken people sit facing TV monitors. They hammer relentlessly on their keyboards, pausing only to mumble oaths and to look over each other's shoulders at score lines. At frequent intervals, the three people leave their seats and are immediately replaced by others who continue the procedure.

What now?... Examine Monitors.

The monitor nearest is being used by a gentleman sporting a tee-shirt with the head of a fox on it. Across the top of his screen it says. "The Spectre approaches.... you die!.... Do you want to play again?... Your score is 13 points."

What now?... Go East.

You head in an Easterly direction, you trip over an empty Newcastle Brown Ale bottle. Picking yourself up from the floor you are suddenly aware of a lady in a wheel chair bearing down upon you at a great rate of knots. You think to yourself, "Wow! She's moving fast!" You can also see: A Witches Hat.

What now?... Get Hat, Examine Hat then Wear it.

You pick up the hat. It is black and pointed. The label inside reads "Six and seven eighths - Made in Weymouth." You put it on. Suddenly a large furry animal runs by. It takes one look at your hat and starts to giggle uncontrollably. After a short while two of those present take him by the arms and lead him away in the direction of the bar.

What now?... Go East.

You are at the East End of the Room. Several monitors flicker along the length of a table. Alongside the table, in a wheelchair, sits a lady with a small canvas bag. She hands out small packages to those who approach her in exchange for handfuls of coins which she drops into her bag. You can also see: A Floppy Disk. A Price List.

What now?... Get All.

You get the Floppy Disk. You get the Price List. You cannot get the lady in the wheelchair. As you try to get her Canvas bag, she hits

you with her handbag!....Ouch!!

What now?... Examine Disk.

It is a three inch Amstrad Disk. The label reads, "Hounds of Hell, a text adventure by Peter Clark for all the Amstrad Computers." (OK so its a blatant plug but I had to get something out of all this typing!)

What now?... Examine List.

It contains a list of the other titles available from WoW Software. It is a valuable document.

What now?... Wait.

You wait... Suddenly noises are heard from the other end of the room. The lady in red is banging the microphone with her handbag with the express intention of jolting it into action. It appears that the opening speech is about to start. The microphone packs up!!

What now?... Ask someone to repair microphone.

A man with short, dark curly hair leaps to the rescue and, after a period of thumping and banging, persuades the equipment to function correctly.

What now?... Listen to speech.

You hear yet another great speech from Mandy, the beloved editor of Adventure Probe. (CRAWL CRAWL!)

What now?... Go Weet.

You are at the Weet End of the Room. This is where Mandy has been hiding. There is a computer here.

What now?... Examine computer.

It is an Amiga. One of those 16 bit Doo Dah's. Not a patch on the CPC's or Speckies. While you are inspecting it, Mandy shoves a disk in the drive. "Just you listen to this," she says. It makes great music! Suddenly you are approached by a Dungeon Master. "I can do better than that," he says. Reaching into his pocket, he produces a hamster. The Dungeon Master drops the hamster as it bites his finger. It scuttles off into the crowd! Reaching into his pocket again, the Dungeon Master produces a floppy disk which he stuffs into the drive of Mandy's Amiga. The sound of Dire Straite wafts across the room and then abruptly stops. "It worked at home," said the Dungeon Master as he wandered off in search of his hamster.

What now?... Go South.

You are in an East/West Corridor. There is an open door to the North.

What now?... Go East Twice.

You are in the Bar. Exits are East and West.

What now?... Go East.

You are in the Restaurant. It is full of tables and chairs. An exit is to the Weet.

What now?... Sit at table.

You sit at a table and, after a short wait, a waitress arrives and asks you what you want.

What now?... Ask for a Menu.

You are given the Menu.

What now?... Read Menu.

You look at the prices and nearly have a heart attack. Luckily the waitress is attending to another guest and, while her attention is distracted, you leave the restaurant. You are in the Bar.

What now?... Examine Bar.

Standing at the bar are a couple of gents with Scottish accents. They purchase large quantities of beer and head for the lift, mumbling about rugby football and the English! They were seen later in the evening in a much subdued state.

What now?... Leave hotel and eat at "Greasy Spoon."

You find a cheap cafe not too far from the hotel, fill yourself with cheeseburger and chips, walk around for a while to get some fresh air and then return to the hotel bar.

What now?... Look at watch.

It is nearly 10.00pm. The bar is fairly quiet as many people have gone for a meal in Birmingham Town Centre.

What now?... Wait.

You wait for a while and, as time goes by, more and more people arrive back at the hotel. There are Belrogs, Dungeon Masters, Grues and many more happy people. Although one lady must have upset a witch or a wizard as she appears to have lost her voice and spends the remainder of the evening waving her arms about and trying to regain her voice by lubricating her throat with various potions available at the bar.

What now?... Think!

You think and realise that your neighbour had the right idea after all and was not so mad as you first thought.

What now?... Go home and send a subscription to Probe.

You are home in your Living Room. You open your desk to get your cheque book. As you do so, a large Sand Viper falls to the floor and wriggles out of sight.....!!!!



EXTRACT FROM THE UNUSUAL CHRISTMAS GIFT BOOK

PAGE 314: Gifts for the adventurous!

By *Steve Clay*



This year we have on offer many varied and delightful gifts for the adventurer in the family:

SMALL RED BRICK BUILDING: This wonderful building is an exact replica of that most famous of adventure landmarks. Not just a decoration it can be used as a summer house when the weather is clement.

MAGIC MAP PAD: These pads contain paper that guides your pen to where the centre of the map will be, thus avoiding "off the edge" syndrome. The pad contains a free set of stickers depicting doors and other adventure features.

FALSE CHEST: Beautifully made by Taiwanese craftsmen. This chest has a hinged lid and inside is a collection of reel-looking gems and jewellery. Complete with ornate lock and strange looking key. (Note: for other types of false chest, please see "Plastic body parts" section.)

DELUXE VERSION OF ABOVE: plays "I did it my way!" when lid is opened.

BRIBEFINDER: A handy little device that scans the person or thing that bars your way and automatically knows what they want. No more giving all your treasure to the old lady who only wants her gete fixing.

SECRET ROOM: For the expert adventurer out there. This room comes with no doors or windows and there is a limit of ten attempts to open it before it self-destructs.

SKELETON KEY: Made from genuine bone and opens most non booby-trapped locks. It also opens doors on the latest Ford Cheriot.

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RAMSAVE MATS: A sensational invention! Just drop the mat before you attempt anything risky, then if that chasm was too wide, a simple ramload will return you alive and kicking to the nearest ramsave mat.

Please note that to use the ramsave mats you will require a RAMLOAD PENDANT. The only one in the known world is currently residing at the bottom of Scrogg the really nasty dragon's treasure hoard.

A Merry Christmas to all our readers, may all your purchases last until the warranty passes.

By Sharon Harwood



It was a quiet Friday afternoon in the City of Birmingham. The staff at the Royal Angus Thistle Hotel were preparing for the arrival of a select group of Computer enthusiasts. It began slowly - people seen roaming the corridors with boxes of software and computers tucked under their arms, a gentleman in the lift with a monitor in each hand, a whispered comment on whether this person or that person was part of it, a greeting as old friends met, the rumour of a gathering in the lounge... the second annual Adventure Probe Convention was under way.

The circle of chairs in the lounge grew larger and the noise got louder - who was that talking non-stop? Larry Horsfield. I thought he was "a very quiet person". Badges were distributed (*Apart from mine, which Larry left under the settee at home... Ed*) and Vicky suggested pizza, someone had seen a place "a few minutes away". The meeting was in motion (to Pizzahut, of course). Heals were partaken of whilst Bob Adams demonstrated how to open a small carton of milk and produce enough to shower the whole booth. Will he use it as a problem in his next game? What will Sue Roseblade do with her "doggy" bag? Will Anne Borland find another young men to escort her back to the Hotel?

The gathering in the lounge had grown substantially and staff began to stare. Strangers had taken to crawling under our chairs in order to pass and people could be seen waving to each other across the great expanse. Mandy was offered a seat in the middle but declined and the Management began to make surreptitious visits. It was only a matter of time before we were asked to re-organise the furniture.

The following morning brought bleary eyes, hungover, adventurers to the hall and equipment was set up for the main event. Allan Phillips attempted to show everybody up by wearing a suit for the big occasion and everyone was aware of Chrie Pancott preparing her video cameras. Before long the hall was alive with the sound of clicking keyboards and exciting conversations. The sight of Bob with glass in hand told us that there was no free coffee to be had and the thought of waiting 20 minutes for a £3.20 sandwich brought much stomach rumbling. Stuart Whyte eventually surfaced amongst rumours of an all night Lorde of Chaos competition.

The Awards Ceremony started and, for the first time this year, Lorna wasn't disappointed with me! I must remember not to stand near Larry Horsfield next year as nerves caused him to tread all over my feet whilst Sue was busy trying to open the little gold envelope. I do believe that there would be a new award next year - for he/she who is most adept at avoiding the video camera. This year's award goes to Allan Phillips and Jill Carter for mingling in so well with the wallpaper and gliding so gracefully along the wall, from one side of the room to the other.

The day was coming to an end and there were many long faces as friends old and new departed, but the night was still young for those of us staying at the Hotel and many of us made arrangements to meet at reception and descend once more upon the eating holes of Birmingham. The Hotel was, once again, full of people roaming corridors with computers and monitors.

On arriving at reception it was no surprise to find a large crowd of diners gathering. Where were we heading and how were we going to find somewhere that would take us all? We decided to "wander" and it was really rather lucky that we all have different opinions on what the word actually means. The crowd gradually diminished as groups marched on ahead and we became separated. The restaurants and burger houses of Birmingham were filled with odd groups of people discussing the killing and maiming of an assortment of strange beings.

On returning to the Hotel, a large group of Adventurer's could be found in the bar (were we banned from the lounge?) and the jovialities continued into the early hours. A small crowd was gathering around Sue Roseblade. Was she relaying a particularly tasty piece of gossip? No, too much talking had caused her to lose her voice and she had taken to whispering sweet nothings into the ear of Bob Adams. Watches were put back on hour giving the perfect excuse to hang around for another hour (or two).

Morning arrived far too early and a photo session caused uproar as everyone gathered in the bar (again). Jacki Bennett took another lot of "dar" photo's as she continued to have trouble with her flash, and a very nice waiter hopped over the bar in order to fit us all in (to the photo, that is!). Sue continued to write messages on her pad and the hunt for her voice is to be continued next year.

All that remains of the 1991 Adventure Probe Convention are terrific memories, a couple of questions and a piece of advice: Did Larry Horsfield remember his way home? Did the Mistress of the Hunt lose her voice as a result of shouting "Tally Ho!" whilst chasing Bob Adams around the Hotel? and the advice... if, next year, Kenny Kennington starts to tell you about the practical joke concerning a meat pie make your excuses and leave quickly, Uggghh!

One more question, when do we start planning for next year?

BUGS AND AMUSING RESPONSES

METHYHEL

By *Ian Osborne* played on Spectrum

At one stage in the game, you have to give a rosary to Reverend Jones. What would a Protestant Vicar want with such a Catholic artifact?



STARSHIP QUEST

By *Jeremy Smith* played on Spectrum

In the old building, near the start of part one, there is a hole. If you switch on the flashlight and examine the hole, you can go down. BUT you can also CLIMB DOWN to enter a blank location from which there is no return.

DEADLINE

By *Jeremy Smith* played on Commodore

One day, whilst playing this game, I thought "I know, if I take the ladder out of the shed at the start of the game and go and knock on the front door, Mrs Robner will drag me into the house, ladder and all..." And it worked!!

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SOL_2

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But even after death he could not rest; for men said that he had hidden the diamond and that not daring to reclaim it, had let the secret die with him and thus his ghost walked at night trying to find it again, for he had vowed shortly before death had claimed him to sell the diamond and spend the proceeds on the poor of the parish.

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A few thought that it would be appropriate to make a special presentation to Wendy. Some money was collected and a certain playtester was charged with the responsibility of buying a "DRAGON" from a well-known shop in BATHPOOL. But of course, being a playtester, the task had to be performed the hard way and the figurine was eventually obtained in BIRREALDY! In fact two "DRAGONS" were bought, as a presentation to Sandra had now been added to the arrangements.

Some of the conventioners who were travelling from afar were scheduled to arrive on the previous evening and the playtester (alright it was Lorna Paterson) was supposed to meet up with the Witch of Wesssex (Joan Pascott) at a certain time on the Friday afternoon. The Witch waited and waited and waited (even forcing a drink on TARTAN TAW in the meantime!), but no sign of Lorna. No wonder! She had arrived early and was "resting" worriedly in her room and by the time that she eventually (sheepishly) appeared in the lounge the Witch had gone to HER room to change for dinner!

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LETTERS

Dear Mandy

Just a note to say how much I enjoyed the second Probe Convention. The Hotel was harder to find than last year's venue. I decided to walk from New Street station, since I like to think my navigational skills (on foot, not in car!) are quite good. (No, I'm not too mean to use a taxi!) Anyway, I thought I was doing okay until I found a roundabout with more roads than the map gave it credit for. So I asked a policeman. The helpful officer showed me where I was. Somehow I had managed to double back on myself. Mazes in adventure games are bad enough but in real life they're a pain! Plus I hadn't got a large inventory of items to drop to mark the locations. Anyway, you can get done for litter-dropping these days. If the same hotel is used next year, then my advice to pedestrians is to follow the signposts to the law courts, or even the hospital. Navigating back to New Street is simple enough. The Convention was good fun, lots of games to be tried, people to talk to, video cameras to dodge and the odd technical discussion to boggle at. One of the main delights of the Convention for me is to try all these 8-bit games which us poor 16-biters can only read about in Probe. I was impressed with the ANGELICUS SAGA on the WoW "stand". With some advice on pockets I quite enjoyed myself. Another game was "EVE OF SHADOWS". Somehow I don't think I get on with Amstrads. Last year I crashed Vicky Jackson's machine whilst playing GUILD OF THIEVES. This year I crashed EOS after about four moves. GO TREES was the guilty command. I seem to be learning a lot about resetting Amstrads. Once reset, I read the instructions and fared a lot better. I spent a lot of time looking "next door" where Joan Pancott and friend were going through a game with Hedgepigs, jumping signposts and examinable camel dung. Joan - I'd risk turning into a frog any day! Nice to see The Grue! again, surrounded by Frobs and golfing enthusiasts. I thought the only reason a Grue went on a golf course was to lurk down the holes waiting for golfers to reach in to pick the balls out... Anyway, I'd like to say a big well done to all those who organised, helped out and won awards. See you next year!

John Ferris, Coventry.

Dear Mandy

As suggested by Bob Adams, I am sending you an alternative report on the Convention. This is a bit of a contradiction in terms, due to the fact that you haven't published a report yet, but I've taken it for granted that you will be writing an official one. The weekend was even more fantastic than last year, if that's possible. It was great to see everyone again and what a pleasure it was to talk to people about my favourite subject without their eyes glazing over. It's just a shame that it's over so quickly. I hope everyone got home safely and look forward to seeing you all again next year.

Sharon Harwood, Southend-on-Sea.

Dear Mandy

Hi there! Before I start, thank you for organising the Convention - it was quite superb. My only complaint was that the booze was so expensive! Still, thanks to the discount on the room it wasn't too bad. It was really great to see face to face all the people I've been writing to for all this time. Also it was nice to see people playing DAAW on Joen's stand. Damn shame I missed your speech though, I'll probably order the video from Joen. Ho hum, see you next year!

Simon Avery, Chudleigh, S Devon.

Dear Mandy

Just a few lines to say "thank you" for the Convention. It was a real pleasure to finally put names to faces and to meet some of the "big noises" in Adventuring. A great day, I'm already looking forward to the next one! You did a splendid job, and I particularly liked the "faulty microphone" sketch during your speech! (only joking). Please pass my thanks on to everyone who was responsible for making it such an enjoyable occasion. If anyone mentions Butlins, Hi-De-Hi or Ruth Madoc impressions, send 'em up to me!

Dave Adams, St Helens, Merseyside.

You know, Dave, when I showed my mother the photographs of the Convention she said "my goodness, you do look like Ruth Madoc in that red suit!", so you are not the only one who thought that. I must say that I am extremely flattered! Next year I'll put on my very best Welsh accent at the microphone and shout "Hello campars!".....Mandy

Dear Mandy

A big thank you to everyone for making me feel so welcome at the Convention and especially to Isla Donaldson for her company on the journey! I'm now going into hibernation in order to play all the games I acquired at the Convention!

Nancy Finnigan, Helensburgh.

Dear Mandy

Firstly let me thank you and all the others involved in the organisation of this year's Probe Convention. Andrew and I had a marvellous time and are looking forward to next year already. I am trying to persuade my wife to come along as well even though she is not an adventurer. I have ordered a video from Joan and I am sure that when it becomes available, I shall enjoy living all those happy hours again. Once again, thank you and everyone else for all the work that you put into the Convention.

Peter Clark, Ipswich, Suffolk.

Dear Mrs Rodrigues

As Chambermaid at the Royal Angus Hotel, Birmingham, I felt it my duty to inform you of a number of items found in the various rooms of your companions. I would be grateful if the owners of the following could contact myself so that arrangements can be made for their return, on receipt of a small fee: 1. A Status Quo Record- this is believed to have been played very loudly in the early hours. 2. A Doggy-Bag containing a slice of congealed pizza. 3. A number of copies of Amstrad Computer User, glued open at The Dungeon Master page, that seem to have been scattered haphazardly around the Hotel. 4. The voice of a woman, this was found abandoned under a bar stool. 5. A Bunny Outfit! 6. A copy of a golfing computer game with the highest score being attributed to "Grue". 7. A thing!!! 8. A bird shaped from a black dustbin bag. 9. A number of Infocom hint books bought by a lady who couldn't resist the temptation. I look forward to hearing from the persons concerned.

The Chambermaid

Dear Mandy

Congratulations on the Convention, we as a family had a smashing time. Half way home Caroline said "roll on next year", and Luke, well, even at four months old had a whale of a time. His Auntie Isla gave him a Barney Bear, on the way home we had a pit-stop. Barney sat on the table and Luke told him the whole story. Everyone was so nice and friendly, no-one could have felt left out even had they been a bit shy. Thanks to everyone.

Dorothy Jones, Blyth, Northumberland.

Dear Mandy

I just couldn't let this edition of Probe go by without saying how much I enjoyed the Convention and would like to praise everyone concerned who made it such a huge success. There was a lot of hard work involved. I must also mention the dedication of Chris Pancott and her friend Gig who put hours of work and entertaining diversion into filming the whole "goings on". I'm sure the video tape will be worth buying when it is released! On a personal basis, I was very surprised and much honoured to be included in the nominations for awards and would like to thank Lorna and Joan for all their work, advice and encouragement on my behalf, not forgetting of course, Mike for putting up with me and my weird conversations, helping me with ideas and the endless cups of coffee.... Anyway, to all Probe readers who did not attend the Convention either last year of this, I urge... please try to come next year, you will enjoy it I am certain. Everyone gets on so well together. Friendships already made are strengthened and many new ones found. LONG LIVE THE "ADVENTURE PROBE" CONVENTION!

Margaret Crewdson, Cumbria.

Dear Mandy

Wasn't the Convention fun? You said we'd have the times of our lives and you were right! I must say that the organisers did a wonderful job of... erm... organising it, so many thanks go to them! It's a pity that certain people (or a certain person) didn't/couldn't show up but then you can't have everything. I had a fun day chatting away to various Speccy owners, bribing reviewers, and trying to flog copies of MICROFAIR MADNESS (I personally think that the excuse "I can't buy your game as I own a Commodore/Atari ST/Amiga", etc is a poor one - but certain people gave it! Oh well, was just coated them in gold stickers). Already I eagerly await next years get together - who knows what will happen then!

Gareth Pitchford, Ellesmere Port.

Dear Mandy

I must say how much I enjoyed myself at the Convention last month, it was fun meeting all the people who before were only voices at the other end of a telephone, I am already looking forward to next year. I nearly forgot! Also find enclosed your badges, I forgot to leave them behind at the Convention, in fact I only remembered I was wearing mine halfway up the M1 when I called into a service station for some petrol and the young lady behind the counter called me by name, and there I was trying to remember where I met her before. I mean I don't know that many dolly birds, well not at my age anyway. I thought I had clicked then she pointed to the badge! Oh well, I can dream can't I?

Peter Knowles, Barnalay, S Yorks.

Dear Mandy

My son-in-law, Roger and I both had a most enjoyable time in Birmingham. It was great meeting people who had, up until then, been only voices at the other end of the phone, in person. We were most impressed with the amount of alcohol consumed by I.F. In fact as soon as I got home I swapped all my Talacom shares for Allied Breweries! I have framed my RED HERRING award although there was a slight error in the wording, the offending statement only appeared after attempting to GET DEAD BODY not EXAMINING IT. Being a programmer yourself you know how these little things do get left in games and although I blamed poor June Rowe, the fault was all my own, because the swapping of the responses was done after she had playtested the game. In conclusion I

would like to thank you and your co-workers for organising a splendid day out.

Jack Lockerby, Canterbury, Kent.

Dear Mandy

Just a short note to thank you very much for my Adventure Probe award. I've got it sitting just at the side of my computer in an attempt to give me inspiration and to stimulate me into further efforts with "FRUSTRATION"! I was really sorry to miss the Convention, but at least it was worth it in that I had a good time in the Dublin marathon. I had been aiming for 3 hours 10 minutes and that is exactly what I achieved. It's all stops out now for under three hours in London in April. Happy Adventuring!

Jim MacBrayne, Newton Mearns, Glasgow

Dear Mandy

Just a short note to let you know how much the Probe Convention was appreciated. I know lots of other people were involved and worked so very hard (including your husband, John who was admirable - and your "babies"), but by thanking you as the core, as it were, I've indirectly thanked everyone. This apart, if you were not there, it would never have happened in the first place. What a magical weekend it was - I'm still coming down to earth, wondering if there's such a thing as post-convention depression! Everything was so perfect and the people so nice. Thanks so very much for making it all possible. 'Twas lovely meeting you.

Anne Borland, Canvey Island, Essex.

Dear Mandy

Just thought I would drop you a line to give you some of my thoughts on this year's Convention, which I enjoyed very much despite the absence of Nic Rumsey. But he was adequately deputised for by Baby Luke. In fact he seemed more than happy with his part. Amazingly, he was also able to produce the exact gurgling sound made by the Grue! This was promptly followed by Luke's Mother deciding that a nappy-change was required (for Luke of course!). Sue Rosablada entered into her part as Mistress of the Hunt with full gusto. Unfortunately she had forgotten to bring her hunting horn and had to gallop up and down the corridors shouting "Tally-Ho" at the top of her voice. This resulted in an attack of laryngitis and a big smile on the face of the Amstar. Tom Frost is planning the follow-up to THE LOST DRAGON. It is likely to be called THE LOST VOICE. Baby Luke surprised everyone further by winning the Mega-points competition. The office of the actors union Equity, was swamped on the Monday following the Convention, by Conventionalists applying for union cards. Negotiations of video fees will be on the next agenda. Jim O'Keaffe surprised everyone by appearing without his "Regal" moustache. What were the most popular games being demo'd at the Convention? At 4pm, Bobby Rodrigues was spotted playing TURBO OUTFUN, Michelle Rodrigues and Kaz Gray were battling with BATTLECHESS and The Grue! and Jim O'Keaffe were playing GOLF. True adventurers, all! Is truth stranger than fiction? Consider this. Twenty of adventure's finest went out together to find a restaurant on Saturday night. They only had to walk about a mile which included a "maze-like" subway. Within minutes, they were in four separate groups and totally lost! A few people thought that they saw the owner of a certain Spectrum games distributor at the Convention but it turned out to be just a bird shaped dustbin liner. All in all, a great day! Before I close I would just like to send my best wishes to Joan Pancott, I hope she soon fully recovers.

Bob Adams, Walwyn Garden City.

Dear Mandy

I was helping with a coffee morning yesterday in a room in our local Methodist Church Hall, here in Launceston. As I sat by the door, taking 35 pence from each entrant, I observed that it was a larger room than the one we had for the Convention, that it had a big kitchen at the side, complete with crockery and all the facilities. 13 tables (each seating eight) were set up with still plenty of room to move around. When I talked about it later with my daughter, Fran, who was also there, dispensing teas and coffees, I asked how much it would cost to hire a room like that. She said it would probably cost around £50 for a full day. I thought it might be nice to arrange local mini-Conventions in similar rooms in different parts of the Country, in between THE annual Probe Conventions in Birmingham. If such a mini-Convention took place here in Launceston, for instance, in the Spring or Summer, maybe, it would be easy for adventurers in the South-West to get here, and if people included the date in their holiday, there are places like Plymouth and Exeter within easy visiting distance, and the sea is only 18 miles away. It could be done very cheaply, and we could even do our own catering for tea, coffee, sandwiches and cakes, with shops and cafes almost on the doorstep for those who wanted proper meals. For overnight stays, there are lots of private B & B places, as well as hotels. Imagine mini-conventions taking place at different times during the year, about five of them... in the South-West, in the South-East (Ipswich or Colchester), Midlands (Shrewsbury or Nottingham), North (Ripon or Harrogate), and Scotland (Selkirk or Motherwell). All of these places (which are only vague suggestions) must have adventurers living in or near who could find a suitable Church room or Village hall and organise the event, and all would have local places of interest to visit, if conventioners wanted to make a short holiday of it. I would imagine that more people would go to a local mini-convention, if it were available, than were able to get to Birmingham, while those who could afford it could go to all of them, if they were so minded. What do you think about the idea? You have all the addresses of Probe readers, which could be sorted into areas to give some idea of how many would attend, if such mini-Conventions were arranged. These events would, of course, be under the Probe banner, but the organisation would be up to those who volunteered to do it. Maybe if you print this letter in Probe, you might find that several people would be willing to organise them, in different parts of the country. These arrangements would, I would think, be advantageous to those readers who couldn't manage to get to Birmingham, which, although central, is 200 miles for me and probably even further for your Scottish readers. Angie and I, for instance, would not have been able to attend if I hadn't been fortunate enough to have a sister a few miles away, because there was no way we could afford to stay in the hotel.

June Rowe,

46 Hurdon Way, Launceston, Cornwall, PL15 9HX.

Well, June, I think it is a great suggestion. To start the ball rolling, I've printed your full address so that anyone in your part of the country who is interested can get in touch with you to start swapping ideas on how to get your mini convention under way. Actually, there are quite a few groups of Probe readers who do get together regularly to meet and chat. The famous (infamous?!) Bugblatters meet in the Manchester area about once each month. There are groups in the Cleveland and London areas that meet regularly too. If anyone needs my help in any way to organise these in their areas then please let me know - I'm all for it!.....Mandy

Hi Probers

It's your old Sand Viper back out here again with his nose to the grindstone (or sand). Well! It was great seeing all of you at the Convention, that baby sure did look marvellous dressed up in his Adventurer's rigout and you, Mandy, looked terrific in your red suit (what was that conversation I overheard about red shoes and hats?). Although I was only able to stay a couple of hours I did enjoy it as everyone else appeared to be doing. I'm sorry Mandy for not revealing all as promised, only I have a big yellow streak, (I'm surprised you didn't see it), unlike my namesake who is sleek and deadly, Sandviper the person is fat, lazy and a coward. Thinking of nick-names, we have a few out here, like Drembuie Alex, Widebody (speaks for itself), Potty Bob, Jabber and Mr Grouse, just to name a few. Well I'd better go now as I've some catching up to do before going out tonight (yet another party), see you!

Sandviper, (Back in the desert).

Dear Sandviper

Re your last letter about ENCHANTER. Don't kiss the frog (weird fellow, must be a desert type hang up), talk to him, then look under the lily pad. To get a dagger to cut the ropes on the box, you must survive being sacrificed, use correct spell and it's as easy as surviving a midnight picnic with The Grue. Get the Adventurer on your side, then make friends because he may help you to open a door, if not you can always share a chocolate snack with him. In the hammer room it helps if you speed up the Turtle and then give him exact instructions.

Mon Goose

PERSONAL COLUMN

To everyone who voted for me, and not forgetting those who didn't, many thanks. The Grue kindly delivered the certificate and shield. The shield was nice and shiny, and the certificate pancake flat - he must have gone to great lengths not to fold it and it is ideal for covering a crack in the wall. Thanks again.....Barbara Gibb

To Tom and Danny... Never mind about the rugby....! Long live "foot,foot" and "the Martian visitors!".....Margaret Crewdson
'Ear, 'ear!.....Mike

To John - Zenobi Software - Thanks for the special disk conversions you did and for the "Freebie" to make up for the difference in the value of my order.....Paul Avis, Poole

To Indiana Arkwright, I hope my furry friend makes an appearance in "Butners of Bringly", regards.....Troy II

To Joan Pancott. Hope you will soon be well again and are back home from hospital in good time for Christmas. We miss your voice on the other end of the phone and are all getting quite lost without you. We are all thinking of you and sending our good wishes. The get well cards may have died to a trickle now but rest assured that we haven't forgotten you. Best wishes from..... all the Conventioneers

To all Probe readers, I would like to wish you all a very Happy Christmas and a Prosperous New Year.....John Rodrigues

HELP WANTED

"Please can anyone help me with the following games: FISH, I'm stuck in the dark warp, looking for the cylinder. It seems to be a random type maze. FRANKENSETIN PT 2, I've got to the tower room, there's a monster there, he's chasing me! So back to the gallery - Jump over gallery - and THE GAME CRASHES! Any ideas or help would be appreciated."

Paul Avis 49 Hewitt Rd, Hamworthy, Poole, Dorset, BH15 4QB

"Do you have any help, tips, clues, solution, anything, something, to help me get to grips with Tom Frost's YELLOW DOOR. I really need help. I would be very grateful."

Dot Vaughan, 104 Tangmere Dr, Lordshill, Southampton, SO1 6GZ

"Could anyone please help me with a game called NIGHTWING? I have gotten to the final part with the supercomputer but can't work out the clues to enter the correct data and complete the game. Many thanks in anticipation of the help I'm sure I'll receive from your magazine and readers."

John Symington, 5 Cherry Cl, Twinbrook, Belfast, BT17 6JS

"I would be very grateful for some help on the following: RIDDERS DEN (Electric Dreams, 1985), how do I stop the light blue dragon from killing me when I try to get past its tail? How do I get Trunkie through the solid wall in the middle of the room with the bag of money (after crossing the river of lava)? What do I use the two halves of a coin (both coloured green) for? How do I attach the light blue dragon statue to the light blue plinth (assuming that is possible)? In MOON MAGIC (Crash comp. mag 1991), how do I get past the thirsty robot in the space station that blocks one route? How do I fill the can with oil? In FOR GOLD OR GLORY (Alternative Software), what use is the policeman? Do I need to talk to him at all? To whom do I give the milk (which appears to be drugged)? What does the character who keeps popping up and saying "Gritbotna" mean? I have discovered that this translates to "Defect" but I'm no wiser. My computer is a ZX Spectrum +2A. I do hope I will hear from someone soon."

Geoffrey Payson, 4 Gewain Cres, Staveley, Cumbria, LA6 9NF

"No sooner had I bought some adventures for my ST, than I found myself stuck in every one of them! Adventurer of the year? Can I ask please for some help in the following? ELVEN CRYSTALS II, how do you get past the Yeti? EAGLESTAR, how do I avoid getting killed by the droid? FUTURE WARS, how do I avoid getting killed when I get the documents from the photocopier?"

Jim Fisher, 43 Earn Cres, Dundee, Scotland, DD2 4BS

"I would be extremely grateful for some help with HEROES OF KARN. I have completed the Amstrad version, but can you give me any idea how to get out of the dungeon on the Commodore B4 version?"

Ken Chambers, B4 Dulverton Ave, Coundon, Coventry, CV5 8HE



JOKE OF THE MONTH By *Jeremy Smith*

What is an adventurers most important object?
The phone book!



IN-TOUCH

ATARI ST - PC SWAPS: Is there anybody who can help me? I have an Atari ST which I am thinking of selling at some point and replacing with an IBM compatible machine. The problem is that my treasured range of Infocom adventures is for the ST and will be useless on a PC. Is there anyone in a similar situation who would like to swap their IBM disks for my ST disks? Or, would anyone be willing to sell their IBM disks? Any offers considered as I wish to build up my IBM collection. Please write if you are able to help, or leave a message on my answerphone and I will get back to you. Please contact LIZ AHMEDZAI, "Pern" 37 Birch Drive, Lordswood, Chatham, Kent, ME5 8YU Tel:0634 666755.

PC_SWAP: Help! I need a copy of GNOME RANGER, SCAPEGHOST or LANCELOT in exchange for MINDFIGHTER (PC disk). Contact ROBERT on 081 66B 8525 between 5pm and 7pm.

SPECTRUM SOFTWARE WANTED: For Spectrum 48K, CRASH MAGAZINES ISSUES 1-10, FRANKENSTEIN (by CRL), JACK THE RIPPER and PASCAL COMPILER FOR 48K SPECTRUM. Please write or phone with price required (all letters answered) to PETER GREGSON, 28 Irton Rd, Southport, Merseyside, PR9 9DY.

FREE AMIGA SOFTWARE: I have WISMBRINGER by Infocom on the Amiga. Can anyone find a good home for it? Admittedly it is only the Mastertronic re-issue, but it's in perfect nick and all I am asking is ready-stamped packaging so I can despatch it on receipt of the first request. SIMON MAREN, 61 Beech Rd, Gillwey, Tamworth, Staffs, B79 8QQ.

ADVENTURE GAMES REQUIRED: Have you written a game that you would like reviewed for the Spectrum (not +3). If so, then send a SAE (if you want your game returned) to SPEC-POWER, Mr P Doggett, 13 Ives Rd, Norwich, Norfolk, NR6 6DY. Please bear in mind that all the games may not be reviewed but even so, if they are of high enough standard they will be mentioned and all addresses etc will be given.

AMSTRAD CPC ADVENTURES FOR SALE: LURKING HORROR, THE PAWN and JINXTER at £9 each. DUNGEON ADVENTURE and ADVENTURE QUEST (464 only) THE FOURTH PROTOCOL at £3 each and MYTH (tape) at £4. Contact TOM LEAHY on 061 202 2452 or write to 88 Moltby St, Blackley, Manchester, M9 1AR.

HARDWARE FOR SALE: HP 2624B HEWLET PACKARD MONITOR AND COMPUTER (PC). Any reasonable offers. Please phone Kez Gray on 0925 445153 after 6pm.

HARDWARE FOR SALE: BBC MODEL B COMPUTER, WATFORD 40/80 TRACK D/S DISK DRIVE, MICROVITEC 14" COLOUR MONITOR, TAPE RECORDER and now a STAR GEMINI 9-pin dot matrix PRINTER. Complete with Manuals, User Guides and Cables. Printmaster (Star) ROM, 4 volumes of Beebug manuals, 40 Beebug Cassettes and 25 disks including EASYWORD word-processor and some adventures. Also on disk: ACHETON, COUNTDOWN to DOOM, AVON, MURDAC and ELITE. Ideal for the adventurer whose children use a BBC Micro at school! Only £250 including p&p. Prepared to split and open to offers. Contact NEIL SHIPMAN, 1 Meath Gdns, Coalpit Meath, Bristol, BS17 2TQ. Tel: 0454-773169.

INFOCOM_SWAP 'N' BUY: This month: MR M KEILEN, 9 Cridlake, Axminster, Devon EX13 5BT, Tel: 0297 34615 (after 6pm). Looking to buy or swap MOONMIST for Amstrad 6128. Also MRS LIZ AHMEDZAI, Pern, 37 Birch Drive, Lordswood, Chatham, Kent, ME5 8YU is looking for any IBM Infocoms, (I'm afraid that I'm not sure which disk size she is using, nor the DOS format).

HINTS AND TIPS

THE SPIRO LEGACY

By *Robert Melody* played on Amstrad

To get BONZO Spell, go to the bathroom and stand on toilet, Look in Cistern and get the tin. Look in the tin and you will find a disk. Go to the Estate Office and turn computer on. Put the disk in computer and LOAD PROGRAM.

INGRIDS BACK

By *Robert Melody* played on Amstrad

In part 3: Try dialing some of the phone numbers that appear in the Faxofile but NOT in the office! To get the Faxofile - Sit on the Sunbed and hide behind it and wait for Jasper. He will go into the Changing Room, come out and go for a swim. You can then go into the Changing Room and get the Faxofile.

SPY TRILOGY

By *Ian Osborne* played on Spectrum

THE KNIGHTS CHALLENGE

11, 32, 51, 72, 53, 61, 82, 63, 71, 83, 62, 81, 73, 52, 31, 12, 33,
41, 22, 43, 24, 45, 64, 85, 66, 74, 86, 65, 84, 76, 55, 34, 42, 21,
13, 25, 44, 56, 75, 54, 46, 27, 15, 23, 35, 14, 26, 18, 37, 16, 28,
36, 17, 38, 57.

THE RIDDLES

Say: ANGLING, BOND, SMALL, PARACHUTE

TRD

By *Dave Adams* played on Amstrad

Dance to the music to get the starling.

Plant the tape and fill the hole.

Buy the sunglasses.

DANGER ADVENTURER AT WORK

By *Dave Adams* played on Amstrad

Look behind the Dragon.

Get out of the way when you've lit the dynamits, and wait.

Take the pills before riding the pony.

HOOT

By *Dave Adams* played on Amstrad

Pull the tigers head.

Turn the rail in the wardrobe.

Carry the birdcage in the cellar.

KRAZY KARTOONIST KAPER

By *Kevin Murphy* played on Spectrum +3

Howl quietly to Joe.

Dr Wot requires the ring in exchange for the brick he is eating.

Use the brick to break the window.

The Rose will dispose of the Beholder.

Use the coin for James and the credit card to buy the shroud.

Smash the barrel for a Polaroid camera.

The horse is fed up of vegetarian food.

The axe and rope will provide a way over the river.

Give the Bells whiskey to the mad Vicar then play organ in church.



CORYA - THE WARRIOR SAGE

By *Gareth Pitchford* played on Spectrum
To rescue the man from the hut you need something to prop up the roof,
try looking where the villagers have moved the beams from the Council.
The Forge's heat won't be enough to mend the sword so provide some
fire of your own.
The sword is quite good at chopping wood though you'll need the
stallion to move it.
Make a fire before you camp for the night - dangerous things lurk in
the waters.

DEATHBRINGER

By *Gareth Pitchford* played on Spectrum

Examine the display screen.
Wear the badge to pass the spy eye.
Get the globe to follow you.
Use the personnel carrier to climb a long slope.

NIGHT OF THE ALIENS

By *Dorothy Millard* played on Spectrum

Don't open the door at the start until you have found the gun and
released the safety catch!

Enter the car, fasten the seatbelt then start car. Go west until you
ram the police car and shoot the alien twice.

The grenade is in the basement.

In the jail area, when you hear voices coming from the south, pull the
pin on the grenade and throw it through the door.

Wear the alien space suit and the translation device before entering
the space ship then shoot the alien.

Push the green button and cancel invasion to complete the game.

PHILOSOPHERS QUEST

By *Barbara Bassingthwaite* played on BBC

Take the dogs to the old lady.

Wear the gas mask when you go to get the cheese, it has a very strong
smell!

Fill your bottle in the ink pool.

RING OF TIME

By *Barbara Bassingthwaite* played on

Cut the painting to reveal a safe.

Feed the alligators the meat.

Seal the holes in the jug, then fill it with water.

EARTHBOUND

By *Joan Williams* played on Spectrum

Throw mug of water in cell. Get uniform and wear to make progress.

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GETTING YOU STARTED

CONQUESTS OF CAMELOT

By *Ron Rainbird* played on Amiga

From centre of Camelot Floor Plan, go West to Author's (King's) Room. Get dressed, not forgetting your Armour and Sword. Get Purse. Leave and go to the Queens Bower, north of King's Room. Ask about Lancelot, then go to the Rose Bush and pick the Rose. Ask about the Rose. Depart and go East to Merlin's Room. Study the map of England. Ask Merlin about map. Study and examine everything. Go to the chest, open it and get the lodestone therein. Ask Merlin about each individual Knight and the Holy Grail. Leave and go South to the Treasury. Give your purse to the Treasurer and ask him to fill it with Gold, then Silver and finally Copper. Don't leave without taking the now-filled purse. Go North, then West and South to the Chapel of the Two Gods. Examine Altars and go to Christ's Altar first. Kneel and give a Silver Coin and then a Gold Coin. Wait for response, then arise and go to the Altar of Mithras where you should go through the same procedure as for Christ's Altar. After being given some information and receiving a blessing, leave the Chapel and go South to the Courtyard. Mount Horse, ride towards nearest Guard and ask him about Galahad. Give him a coin - you need not be too generous! Ride out - the Mule will automatically follow. Follow the road until a map is displayed. Choose Ot Moor as your destination. Go east to the North Edge of the Lake. Dismount, walk to the edge of the Lake and recite the Message of the Rose, "Love is my Shield". Rose petals will start to fall showing a safe path across the thin ice. Stay within the petals as you walk and you will eventually arrive at the Ice Palace. Be warned - stray outside the protection of the Rose Petals and you will fall into the icy water and die! In the Ice Palace, speak to the Ice Maiden who will give you a task, then magically transport you back to firm ground and your Horse. Head back to Ot Moor and the map of England. This time choose the Forest Perilous, and now your troubles really start. Give a copper coin to the Withershins Shrine, then go West until you see a Hunter. Offer to buy his spear - it is worth a gold coin. Travel West (with the Spear) until you meet 3 boars. These you will have to kill before you can proceed further. Save the game just prior to this battle. When you have defeated the boars, go Northwest.....

HOUNDS OF HELL

By *Simon Avery* played on Amstrad

GET SUITCASE, LEAVE, N, RING BELL, ASK RECEPTIONIST FOR ROOM, SIGN REGISTER, GET KEY, N, W, ASK MAN ABOUT DOGS, GET PHIAL, E, E, UNPLUG AERIAL, BEND AERIAL, W, U, E, E, PICK PADLOCK WITH WIRE.....

WEAVER OF HER DREAMS

By *Dennis Francombe* played on Spectrum

EXAM TABLE, EXAM DRAW(sic), SEARCH DRAW, GET DOCUMENTS, SEARCH DRAW, OPEN CABINET, GET BOOK, READ BOOK, I, UP, UP, SE, S, WAVE STAFF, S, S, EXAM ARCH, E, SEARCH DUST, GET RING, W, S, EXAM ARCH, N, D, CAST CRIZP, GET STONE, GET SMALL STONE, D, EXAM STALAGMITE, D, U, U, U, U, U, U, E, W, U, W, W, DROP RING IN FLAME, CAST HYDRO, W, CAST LEVI, EXAM SOOT, E, S, GET GLOVE, WEAR GLOVE, N, E, W, W, CAST LEVI, N, EXAM PLATE, W, EXAM GARGOYLE, I, E, S, JUMP, JUMP, S, U, U, U, U, W, GET GREEN RING, EXAM GREEN RING, E.....

DAVY JONES LOCKER

By *Martin Freemantle* played on Spectrum

GET DOG, UP, GET HOOK, THROW HOOK, THROW HOOK, THROW HOOK, THROW HOOK,
GET SOCK, GET SUIT, WEAR SUIT, GET EEL, EXAM BIKE, GET PUMP, DROP
HOOK, GET DOG, DOWN LADDER.....

MICROMAN (PROJECT X)

By *Simon Avery* played on Amstrad

GET LIGHTER, CLIMB SEATBELT, TURN HANDLE, WIND HANDLE, JUMP, S, S, U,
DROP LIGHTER, N, GET BUTTON, S, GET LIGHTER, D, S, E, N, E, PULL
BELT.....

SORCERER

By *Ron Rainbird* played on Atari 800XL

Start by casting FROTZ on the Spell Book, then get up and go West.
Take and read the note then drop it. Go south twice then go west. You
will see an Ochre Vial which you should take and open so that you may
drink the contents. When you have done this drop the vial, pick up the
Matchbook and travel east to the Receptacle. Open it and put in the
Matchbook, then close the Receptacle. Go east where there is a Dusty
Scroll. This is the MEEF spell. GNUSTO the MEEF spell and go west,
north and west to lay your hands on a Shiny Scroll. This is the GASPAS
spell and again it must be subjected to the GNUSTO technique.
Sometime about now, the doorbell will chime and when it does, go back
to the receptacle. Open it and get an Orange Vial containing the
VILSTU potion. Go north, north and west and Shake the Hanging. A key
will be revealed which will open a drawer in this location. Get the
Box from the drawer, open it and take the Amulet from within. Reat the
Box and then drop it. Get the Journal and open or unlock it with the
key. Read the Journal and note the current code. Go east, south, south
and down. Press the buttons for Code Sequence as shown on the
Infotater. Get Mouldy Scroll from the Trunk - this is the AIMFIZ
Spell. Drop the Journal, drop the key and cast AIMFIZ BELBOZ.....

THE LOST TEMPLE

By *Martin Freemantle* played on Spectrum

S, E, TALK TO TELLER, SEND TELEX, PAY TELLER, W, N, N, BUY REPELLENT,
S, E, BUY KNIFE, SPADE, FOOD, W, W, PAY PILOT, BOARD HELICOPTER, APPLY
LOTION, SE.....

THE HERMITAGE

By *Martin Freemantle* played on Spectrum

N, U, N, W, W, SE, SEARCHM BED, SEARCHM TABLE, GET BOTTLE, GET BLANKET,
E, E, E, EXAM FURNITURE, EXAM ARCMBISMOP, GET DAGGER, W, W, N, E,
FILL BOTTLE, N, EXAM PULPIT, W, W, S, EXAM PEWS, E, S, S, D, S, S, W,
WET BLANKET.....

TOTAL REALITY DELUSION

By *Lorna Paterson* played on Spectrum

N, N, DANCE, GET STARLING, EXAMINE GNETTOBLASTER, UNPLUG GNETTO-
BLASTER, LOOK GET TAPE, S, S, E, DIG, PLANT TAPE, FILL HOLE, GET
CHAINSAW.....

OBJECTS AND THEIR USES

BERMUDA TRIANGLE - SPECTRUM 48K

OBJECTS AND USES - BY ALF BALDWIN

£5 NOTES	To buy kerosene for lantern and bottle of wine.
FLOORBOARD	Place it across chasm to form bridge.
PONCHO	Keeps you warm on icy ledge and puts out fire in shop.
SPADE	Use it to dig up rope ladder in garden.
MORTAR & PESTLE	To grind vial of liquid into potion.
ROPE LADDER	To climb up to icy ledge. Give it to bird to carry up.
GOLD PIN	Insert it in the hole in the console.
RECORDER	Play it to hypnotise the snake.
REED	Insert it into the recorder.
MATTOCK	Use it to loosen the soil round silver coin.
LANTERN	Needed in caves, down well and in barrel. Extinguish it when not needed, oil will last for only a limited number of moves.
BUCKET OF WATER	Too convenient, ignore it, the bucket has a hole in it.
KEROSENE	Fill lantern with it.
BOTTLE OF WINE	Give it to the tramp.
BRONZE KEY	Turns off force field.
RUSTY NAIL	Infects your foot. Head straight for the doctor after turning off force field.
SILVER COIN	Cross the gypsy's palm with it.
TRAMP	He will give you an everlasting match for the wine.
MONOLITH	Read the runes and do what the message tells you.
VIAL	Grind it with pestle and mortar.
IRON BAR	Replacement for missing rung on ladder in well.
PLANKS	Useless.
PAPER	Code to open safe.
SAFE	Switch inside to turn off laser beams.
SCIENTIST	After inserting pin in console, search him to find a dog whistle.
BARREL	Carries you over the waterfall.
DOG WHISTLE	Blow it to shatter the spider's web.
HINT SHEET	You can use the rope ladder to get to the bottom of the chasm but you won't learn anything except that you can't get back up again. What did you expect?.



A CHRISTMAS CROSSWORD

By Margaret Crewdson



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			*	***	***			



ACROSS: 1. Synonymous with take. (3) 3. That which glittera is not gold. (6) 6. Use the end of your loaf and begin to add for something that may not laast. (3) 7. King Wenceslas' level outlook? (4) 8. Looking in your pillow has the same effect as overeating! (3) 10. You may look like this as a result of 8 across. (3) 11. An adventurer might do this with the right tool to give you 18 down. (3) 13. The turkey doesn't need these to face up to the stuffing! (4) 15. Sheperd's female friend? (3) 16. Nativity transport. (3) 17. She competes with a climber using sharp tactics for a crown? (5) 19. Do you really need your key now? Nope! (4) 20. You've got the proof when this is gone! (7) 22. The "knack" of doing 1 down? (3) 24. Do you don this after being crackers? (3) 25 & 26. See 2 down.

DOWN: 1. Care is needed with this if you want presentation to look nice. (4,8) 2. Angels brought ----- of 25 across ----- 26 across --- to the shepherds. (7,5,3) 3. Time to end the celebrations. (7,5) 4. A lone song for Christmas? (4) 5. Keep your light source in this condition when Grues abound! (3) 9. I wish all adventurers a Happy --- --- starting Jan. 1992! (3,4) 11. We all know a lot of nice people who give lots of this all the year round! (4) 12. Us! (2) 14. Half a song is better than no carol at Christmas! (2) 18. Eat it or burn it! (3) 21. A fruit that sometimes forces adventurers to live in a normal world! (4) 23. Plaything for young and old alike? (3)

Solve this crossword and then rearrange the letters that have a star in their box to make the name of an adventure game appropriate for a Christmas present. All correct solutions will be put in a hat and the first one drawn will recieve a prize. Don't forget to include your name and address! Please send your entry to: Margaret Crewdson, 11A, Main Street, Egremont, Cumbria. CA22 2DW to arrive no later than January 14th 1991.

NEWS SECTION

GI GAMES

News from Gordon Inglis of GI Games this month is that they have EIGHT new re-releases to add to their list. These are the St Brides Collection and will comprise THE SECRET OF ST BRIDES, THE VERY BIG CAVE ADVENTURE, BUGSY, JACK THE RIPPER, THE SNOW QUEEN, THE WHITE FEATHER CLOAK, SILVERWOLF and THE DOGBOY. All eight games should be on sale before Christmas for the Spectrum at the usual bargain price of just £1.99 each. For further details contact GI Games, 11 West Mayfield, Edinburgh, EH9 1TF. Great to see these classic adventures being made available for new adventurers and for those who missed them the first time around. Keep up the good work, Gordon!

THE GUILD

Tony Collins tells me that he is expanding all the time with new games coming in every week. From now on there will be a new batch of games released every three months. The next batch will be released on January 1st and will include DOME TROOPER, FIRELANCE, FORTRESS OF KELER, CURSE BE THE CITY on Spectrum, HOTEL HELL, STOWAWAY, CURSE BE THE CITY on Commodore and THE BOUNTY HUNTER, THE MUTANT, THE MISER, CAPTAIN KOOK and JEKYLL AND HYDE on the Amstrad. More excellent news from The Guild. If you want further details contact Tony at The Guild at 760 Tyburn Road, Erdington, Birmingham, B24 9NX.

COVER TAPES GETTING ADVENTUREOUS!

Great news this month that most of our favourite glossy monthly magazines are concentrating on adventure related cover tapes. Shortly we should see NYTHYEL on Zzap 64 (probably the Jan/Feb issue), MAGNETIC MOON on Crash within the next three months and the current one should have MOON MAGIC and SPONGE. Not only that but Incentive have given GAC to Amstrad Action, Commodore Format and Your Sinclair and they should appear as cover tapes shortly! Looks like we could have a massive amount of GACed games appearing next year.

ZENOBI SOFTWARE

I have recently received up to date lists of all the Zenobi adventures and a massive list it is too. Far too many titles to include here. I have counted a massive 117 titles comprising Spectrum tapes, Plus 3 Disks, 128K Adventures, Compilations, Atari ST Adventures and Public Domain. John also sells blank cassettes and disks at discount prices. For complete lists and full details contact John Wilson, Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX.

ACCOLADE

Accolade have sent me information on their forthcoming releases. THE TAKING OF BEVERLY HILLS is an arcade style adventure based on the explosive action movie. Urban terrorists are attempting the heist of the century in the richest city of America. This will comprise digitized pictures and sounds from the movie, stunning graphics and animation, 120 different screens, dozens of objects and weapons and multiple perspectives. It will be released initially for the IBM PC/AT/XT and Tandy and will be available in December 1991. They are also releasing HOME ALONE a strategy type game in November 1991. Other releases will be BIG DEAL II (December 1991), LES MANLEY IN: LOST IN LA (January 1992), ELVIRA II (January 1992), JACK UNLIMITED GOLF VGA 256 (January 1992). For further details contact Alan Welsman in the marketing department on 081 877 0880.

MORE UP TO DATE NEWS IN THE NEXT ISSUE



POET'S CORNER

TOM'S CHRISTMAS By June Rowe



'Twas Christmas Eve in the kennels,
And all the dogs asleep;
Dreaming of tomorrow's grub,
'Cos they'd all paid their keep.
Not a sound did any make,
Except one, waking, howled,
As past the darkened cages,
A stealthy figure prowled.
It halted as it heard the noise
Then paused 'till all was quiet;
It knew that, if detected,
It soon would cause a riot.
On silent padded, creeping paws,
It moved across the yard,
With whiskers twitching, nose
a-sniff,
Alert to sense a guard.
A shaft of moonlight caught it -
It hissed in Irish brogue;
'Twas Ginger Tom, the feral cat,
A sneaking, thieving rogue.

It jumped up to a window -
His nose said he was right,
He scabbled through a tiny gap
He knew he'd eat this night.
A sweet aroma drifted by
And led him to a fridge.
'Twas overhead, but undeterred,
Tom made a chair a bridge.
He opened grasping pawing claws
Soon opened up the door,
And there before his gleaming
eyes
The feast he'd hoped and more.
Chicken, liver, beef and pork,
And sausages and bacon -
But hark! a footstep at the door
Still, Tom made not be shaken.
He grabbed a lump of tasty steak
And from the room did crawl.
The keeper seeing, said "Oh well
'Tis Christmas, after all!"

THE PROBE CONVENTION By June Rowe

At the annual Probe Convention,
There's a great time to be had.
But if a stranger entered,
I'm sure he'd think we're mad!

The talk is all of dragons,
And trolls and caves and keys,
Interspersed with mention
Of the Balrog's hairy knees.

There's more than one queer name too
There's Mangy and there's Vicar:
A Grue may come and talk to you -
He'll find a Frob and kick 'er!

An 'emster roams around the room -
BEWARE! if you're alone...
He's been known to eat folks whole,
And spit out one smell bone.

There's magic in the air this day,
Through organised endeavour.
So three cheers for adventurers,
And may Probe go on forever!

RUDOLPH By Keith Burnard

Rudolph the red nosed adventurer
Staggered through a mountain pass
Took another drink of whisky
And fell down heavily on his....!
Up he got and struggled on bravely
Killing dwarves on the way
Making him feel happy
Even though he wasn't gay!

At the inn he rested
Fell asleep and started to dream
About pretty damsels in distress
Tied up naked to a beam.
The next day onwards did wander
Walked into a large house
Came upon the naked damsels
Thought to himself "No you louse!"

Christmas comes but once a year,
Goodwill to all mankind
This means to all God's beings
Especially the ones you find.



THE 1991 PROBE INDEX

Kindly compiled by *John Wildey*

The numbers following the adventure titles represent the issue number.



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A NAME FOR US ALL!

Some interesting ideas for a collective name for adventurers have been received ready for voting on at a later date!

First one received is from IAN DSBDRNE who suggests we call ourselves:

A COMMAND OF ADVENTURERS

Next we have some ideas from PETER BERGHANN from Germany who suggests we call ourselves:

ADVENTHUSIASTS!

OR:

THE HOOKED BUNCH!

A RANSOM NOTE!

One or two people have been ringing me for help on RDBIN OF SHERLOCK and have mentioned that they didn't receive the Ransome Note. If they input EXAMINE or READ NOTE they are told to check the packaging. I am not sure if it is essential to the gameplay at all but, for those who are lacking in the said note, here it is!

YE OLDE RANSOM NOTE

We (Design, Design) have Toto the Dog. Unless you give us the Great Space Race, £220,000 cash and a digital watch we shall remove his most prominent protrusion and sent it to you through the post! Take the ransom to the Great Dak, Laafy Glads, Sharwood Forest and put it in Deposit Box 357. Unless this is done Toto will pay the consequences!!

NOTES ON THIS AND THE NEXT ISSUE OF PRDBE

Because there is so much in the way of SPECIAL material for the Christmas issue and Convention Special issue some items have had to be left out of this issue. From January 1992 these articles etc will continue as normal. Please also note that as Christmas week falls exactly at the time that I should be preparing the January Probe there may be a slight delay in getting this out to you. I apologise in advance for this and assure you that normal service will resume with the February issue. Meanwhile, may I take this opportunity, once again, of wishing each and every one of you:

A VERY MERRY CHRISTMAS
AND A HAPPY AND PROSPEROUS NEW YEAR!
Mandy